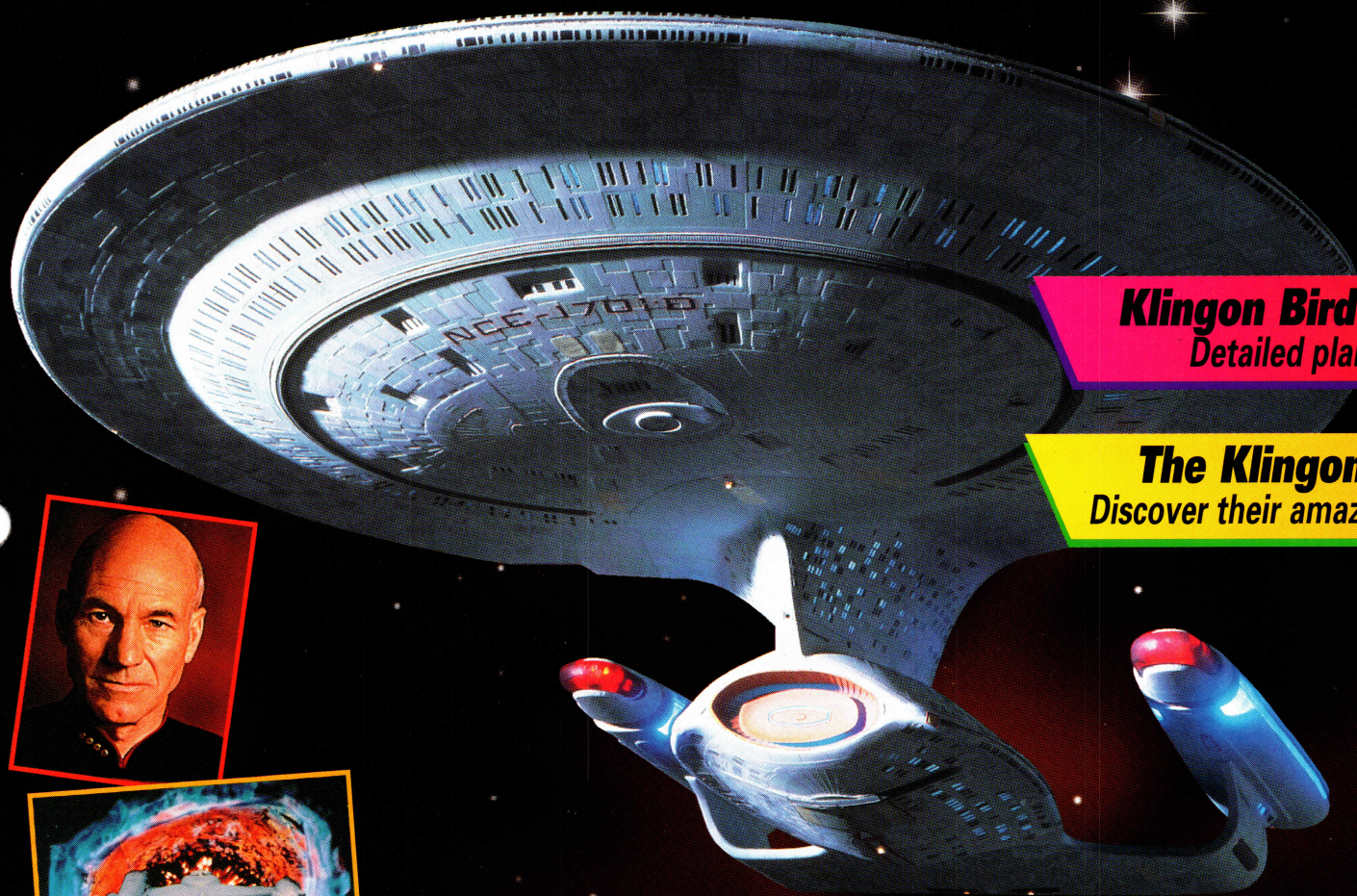




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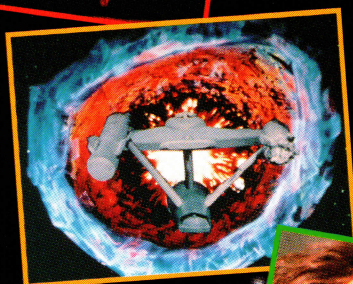
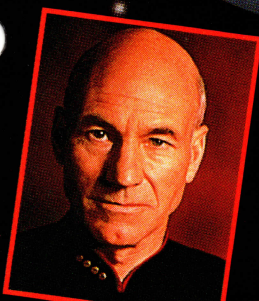
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1



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The KLINGON Race

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Main Engineering close-up (including deck plan)
The PICARD Maneuver

Non-FEDERATION Starships

The KLINGON BIRD-OF-PREY: Briefing (Part 1)

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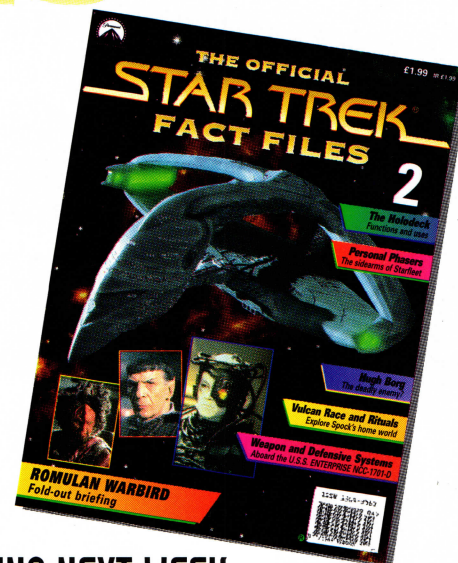
Transporters: How They Work

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STAR TREK: THE NEXT GENERATION –
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The Guide to the STAR TREK Galaxy

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The VULCANS
The VULCAN Race and Rituals

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U.S.S. ENTERPRISE NCC-1701-D HOLODECK:
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SECTION 1

The Guide to the STAR TREK Galaxy

FILE 1 CARD 1

INTRODUCTION

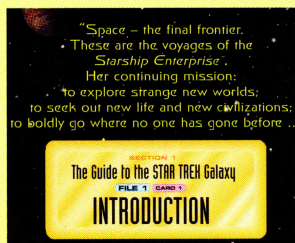
- The Guide to the STAR TREK Galaxy is the starting point for all your *STAR TREK Fact Files* and introduces you to every aspect of the 24th century Galaxy.
- From this overview, you will be able to study more than 100 detailed files on each of the many characters, starships, planets and technological wonders you will encounter during your journey through the STAR TREK universe.

FILES IN THIS SECTION...

FILE 1

INTRODUCTION

Provides an insight into the amazing range of files covered in 'The Guide to the STAR TREK Galaxy', ranging from an overview of the Galaxy to complete files on every life form known to *Starfleet*.



FILE 2

The STAR TREK Timelines

Chronicles the history of the galaxy, including ancient civilizations, early space travel, the Big Bang, and the beginnings of life on Earth through to the 24th century.



FILE 3

CHARTING THE GALAXY

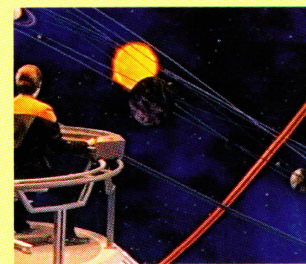
An atlas and guidebook to the area of space we know as the STAR TREK Galaxy, covering the Alpha, Beta, Delta and Gamma Quadrants of the Milky Way – and its many inhabitants.



FILE 4

STAR SYSTEMS

Detailed information on the hundreds of sun and star systems, planets and moons that have been visited by *Starfleet* vessels and personnel in more than three centuries of space exploration.



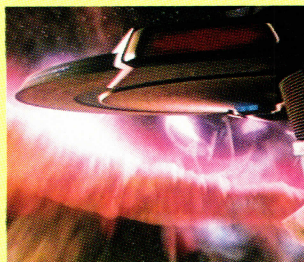
CONTINUED OVERLEAF...



FILE 5

SPACE PHENOMENA

The Galaxy continues to reveal previously unencountered phenomena. This file looks at the amazing properties of wormholes, timewarps, quantum fluctuations and energy ribbons.



FILE 6

GALACTIC ARCHEOLOGY

The archeology of the galaxy has revealed a host of information about early life forms and civilizations dating back hundreds of thousands of years. This quest remains at the forefront of **Federation** policy.



FILE 7

UNITED FEDERATION OF PLANETS

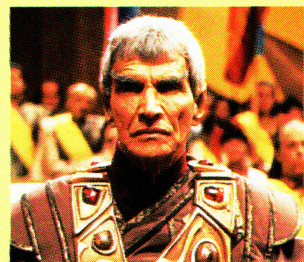
Founded in 2161, the **United Federation of Planets** is a broad alliance of planets and colonies devoted to cultural, diplomatic and scientific exploration of space. Its military wing is **Starfleet**.



FILE 8

THE VULCANS

Once a violent race, the **Vulcans** have come to personify logic, peace and knowledge. Members of the **Federation** for many years, Vulcans such as **Spock** and **Sarek** have used their logical skills in ambassadorial roles.



FILE 9

THE TRILLS

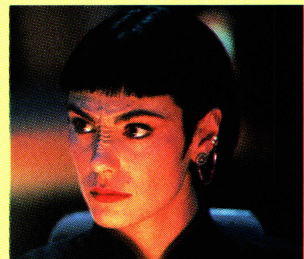
A race of two joined species, the **Trills** are one of the more unusual races in the Galaxy. A vermiform creature is joined with a volunteer host which allows the previous lifetimes of both species to be retained in one new life form.



FILE 10

THE BAJORANS

An ancient and deeply spiritual humanoid race, the **Bajorans** have a history rich in culture and philosophy. They were victims of a **Cardassian** occupation in the 24th century, but managed to overthrow them in 2369.



FILE 11

THE KLINGON EMPIRE

A warrior-like race steeped in tradition, the **Klingons** were long at war with the **Federation** until an historic alliance was agreed. But rebel elements remain.



FILE 12

THE ROMULAN STAR EMPIRE

One of the **Federation's** oldest enemies, the **Romulans** are a violent and warlike offshoot of the **Vulcan** race. Distrustful of others, they continue to look for expansion in the 24th century.



FILE 13

THE CARDASSIAN UNION

A militaristic and expansionist humanoid race, the **Cardassians** have long been a thorn in the side of **Federation** forces – particularly on the space station of **Deep Space Nine**, which the Cardassians once occupied.



FILE 14

THE FERENG

The undoubted capitalists of known space, the technologically-advanced **Ferengi** were long an enigma to the **Federation**. After early hostile contacts, the Ferengi are now entrenched in Federation trade and commerce.



FILE 15

THE BORG

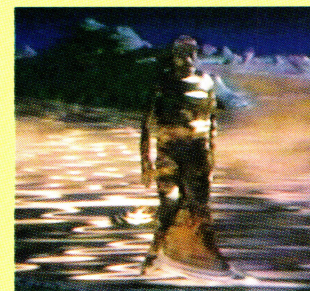
The **Borg** are one of the **Federation's** deadliest foes. A highly sophisticated and powerful humanoid race, they operate through a Collective Consciousness and destroy anything that gets in their way.



FILE 16

THE DOMINION

Little known before the latter half of the 24th century, the **Dominion** are a race of mysterious **Shapeshifters**, who have developed a fierce warrior-like race, the **Jem'Hadar**, to act as a fighting force to conquer other races in the galaxy.



FILE 17

Q CONTINUUM

There is an unknown extra-dimensional domain where the **Q** exist. These extraordinary god-like entities are incredibly powerful and have had many colorful encounters with **Starfleet**.



FILE 18

OTHER GROUPS AND RACES

Countless races and life forms continue to be encountered by **Starfleet**. This file documents all of these, together with groups such as the **Maquis**.





The Guide to the STAR TREK Galaxy

FILE 11

CARD 1



THE KLINGON EMPIRE

The Klingon Empire is rich in intrigue and political history and is centered around the planet Qo'noS (pronounced 'Kronos'), which is almost invariably referred to as the Klingon Homeworld.

The Klingon Empire was founded approximately 1,500 years ago by the revered Klingon warrior **Kahless the Unforgettable**. He finally unites the Klingon people after killing his evil tyrant brother **Morath** with the Klingon sword of honor, known as the **bat'telh**.

The homeworld of the Klingon Empire is **Qo'noS**, and **First City** is its large and sprawling capital. It

was once an enormous fortress, and its architecture reflects a military sensibility in its ease of defense and Spartan decoration.

First City's skyline is dominated by the immense structure known as the **Great Hall** – the ceremonial building which functions as a parliament, a supreme court and a public square for the Klingon people, and from which the **Klingon High Council** rules its

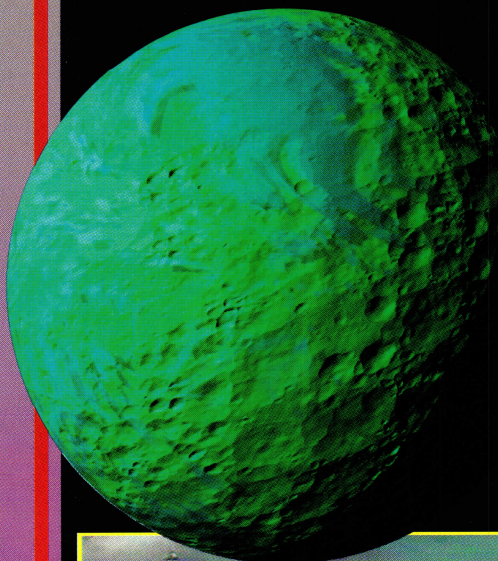
interplanetary empire.

Because of its unique function of providing a common meeting place within a warlike society, First City is designated neutral ground among the many political factions within the Empire.

The Klingon definition of 'neutral' conduct, however, does not appear to preclude acts of assault, assassination, and kidnapping, provided they are carried out discreetly.

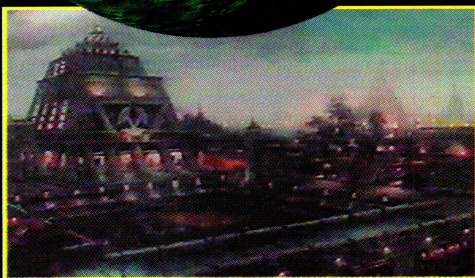


PLANET QO'NOS: KLINGON HOMEWORLD



A planetary guide

Qo'noS consists of a single large landmass, dominated by a vast ocean. Seen from space, its predominant color is green. Its climate encompasses simultaneous extremes of warm and freezing weather and wild seasonal changes, all generated by the planet's severe axial tilt – an extremely turbulent weather system.



The Great Hall, First City, functions as the seat of the High Council and is where the last Rite of Succession took place in 2367, with Captain Jean-Luc Picard serving as the Arbiter of Succession.

Planet	Qo'noS
Class	M
Reg. No.	5
Also known as	Kling, Klingon Homeworld

Native name	Qo'noS 𐐢𐐤𐐰
Primary star	Orange binary
Surface	85% silicate/15% water
Atmosphere	Oxygen/carbon dioxide
Description	Hot/dry
Moons	Unknown number
Life Forms	Humanoid

Important Features Homeworld of the Klingon Empire. The planet tilts severely on its axis, resulting in great seasonal change. Cooler by a few degrees at the Poles.

Starship Log
STAR TREK VI: THE UNDISCOVERED COUNTRY; STAR TREK: THE NEXT GENERATION 'Sins of the Father'; 'Redemption' Pt 1; 'Unification' Pt 1.

Warrior's life

The life of a Klingon warrior is hard and dangerous. Maltz was the only member of Commander Kruge's crew to survive the Klingon attack on the U.S.S. ENTERPRISE NCC-1701 in orbit around the Genesis planet. A Klingon's life is not only threatened by his enemies. During his service under Kruge, it would have been Maltz's duty to try to kill his superior officer. Other members of the crew were killed by Kruge for petty offences. However, Maltz's eventual capture may have brought dishonor upon him, because it deprived him of a glorious death in battle.

OTHER CARDS IN THIS FILE...

- 2 THE KLINGON RACE
- 3 THE KLINGON LANGUAGE
- 4 KLINGON CEREMONIES
- 5 KLINGON LEISURE
- 6 THE KLINGONS AT WAR

SEE OTHER FILES...

THE KLINGON FLEET.....File 34
KLINGON PERSONNELFile 48
KLINGON WEAPONS.....File 60
STARSHIP LOG.....Files 67-80



The Guide to the STAR TREK Galaxy


FILE 11 CARD 1



THE KLINGON EMPIRE

The Rulers of the Empire


EMPEROR


 A clone of the legendary Kahless the Unforgettable became the ceremonial head of the Empire in 2369.

Despite the presence of a so-called Emperor, the real seat of power in the Klingon Empire is the High Council. The Council is usually composed of 24 members, and they meet at the ancient Great Hall in the First City.

LEADER OF THE HIGH COUNCIL




 Although officially subordinate to the Emperor, the head of the High Council, Gowron, is the most powerful figure in the Klingon Empire.

 The Duras sisters' opposition to the High Council led to the bitter Klingon civil war in 2368.

THE HIGH COUNCIL



 The members of the Klingon High Council exercise executive powers over all governmental matters in the Klingon Empire.

Although an Empire in name, the **Klingon Empire** is actually ruled by the **Klingon High Council**, with the leader of the council assuming authority through a complex **Rite of Succession**.

From the 21st century to 2369, a period which includes the disastrous first contact between Klingons and humans in 2218, the High Council assumes complete rule over the Empire. However, in 2369 a clone of **Kahless** is produced by the monks of **Boreth**, using blood from a religious relic, and is hailed as the original Kahless. Although this claim is quickly disproved, the clone is recognized as rightful heir to the throne and installed as the ceremonial Emperor of the Klingon people.

Change of course

By this time, the Klingon Empire is at peace with the **Federation** – a startling departure for a naturally warrior race. However, the circumstances that causes the end of

hostilities are as much about economic realities as they are about peaceful intentions.

In 2293 one of the Homeworld's moons, **Praxis**, is almost completely destroyed. At the time Praxis is a key energy-production facility, but overmining and insufficient safety precautions, exacerbated by an economy stretched to its limits by military expenditures, leads to a catastrophic explosion.


Under threat


The ecological effects of this disaster threatens to deplete the oxygen in the Homeworld's atmosphere, and because of the planet's importance to the Klingon Empire contemporary **Starfleet** estimates conclude that the Empire can last no longer than Qo'noS itself – about fifty years. These estimates match those made within the Klingon government.

With the Klingon economy now in tatters, **Gorkon**, the leader of the High Council, takes the historic step to sue for peace. The resulting diplomatic initiatives undertaken in light of this threat lead to a decades-long peace between the **United Federation of Planets** and the Klingons, and change the balance of political power in the Galaxy.

GALAXY FACTS

 The planet Boreth is the most sacred locale in Klingon legend, as Kahless the Unforgettable promised to return there one day.

 The leader of the High Council is chosen by the ancient Rite of Succession, with a nominated Arbiter selecting the candidates.

 The Klingon Defense Force is responsible for defending the Empire and operating the space fleet.


AT WAR WITH THE FEDERATION


Seven decades of hostility

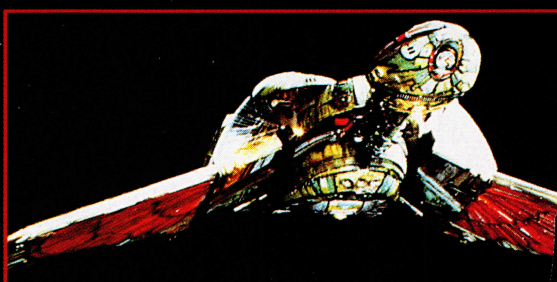
The Klingons are a proud warrior race, and conflict is at the heart of their culture. The war with the Federation during the 23rd century was a fierce and bloody confrontation, and there were many who bitterly opposed the Khitomer accords which finally brought hostilities to an end.

An even bloodier scenario was encountered by the **U.S.S. ENTERPRISE NCC-1701-C** – the catalyst for the peace

treaties – when it journeyed through a temporal rift and into an alternate world where the Klingons and Federation were still engaged in a disastrous war.

 Klingons traditionally dress in a form of body armor, showing that even in peace, every Klingon is a warrior at heart.

 Kruger's **BIRD-OF-PREY** proved to be a valuable escape route for Captain Kirk after their confrontation at the Genesis planet.





The Guide to the STAR TREK Galaxy

FILE 11

CARD 2



THE KLINGON RACE

Rivals and enemies for nearly a century, Klingons are first encountered by the Federation in 2218. Only with the Khitomer Accords is an uneasy peace established with one of the Galaxy's most fearsome races.

Klingons are a warrior people, originating on the planet **Qo'noS** (pronounced 'Kronos'). Proud, aggressive and with an almost religious regard for tradition and honor, Klingons have had a military orientation as far back as their historical records show, and their warlike attitude makes them a power to be feared and respected on the Galactic stage.

Klingons have a genetic predisposition to combat. They are immensely strong, and are able to sustain serious injury yet remain functional, thanks to their unique biological structure, which incorporates the duplication of all essential organs to allow for damage to vital bodily functions.

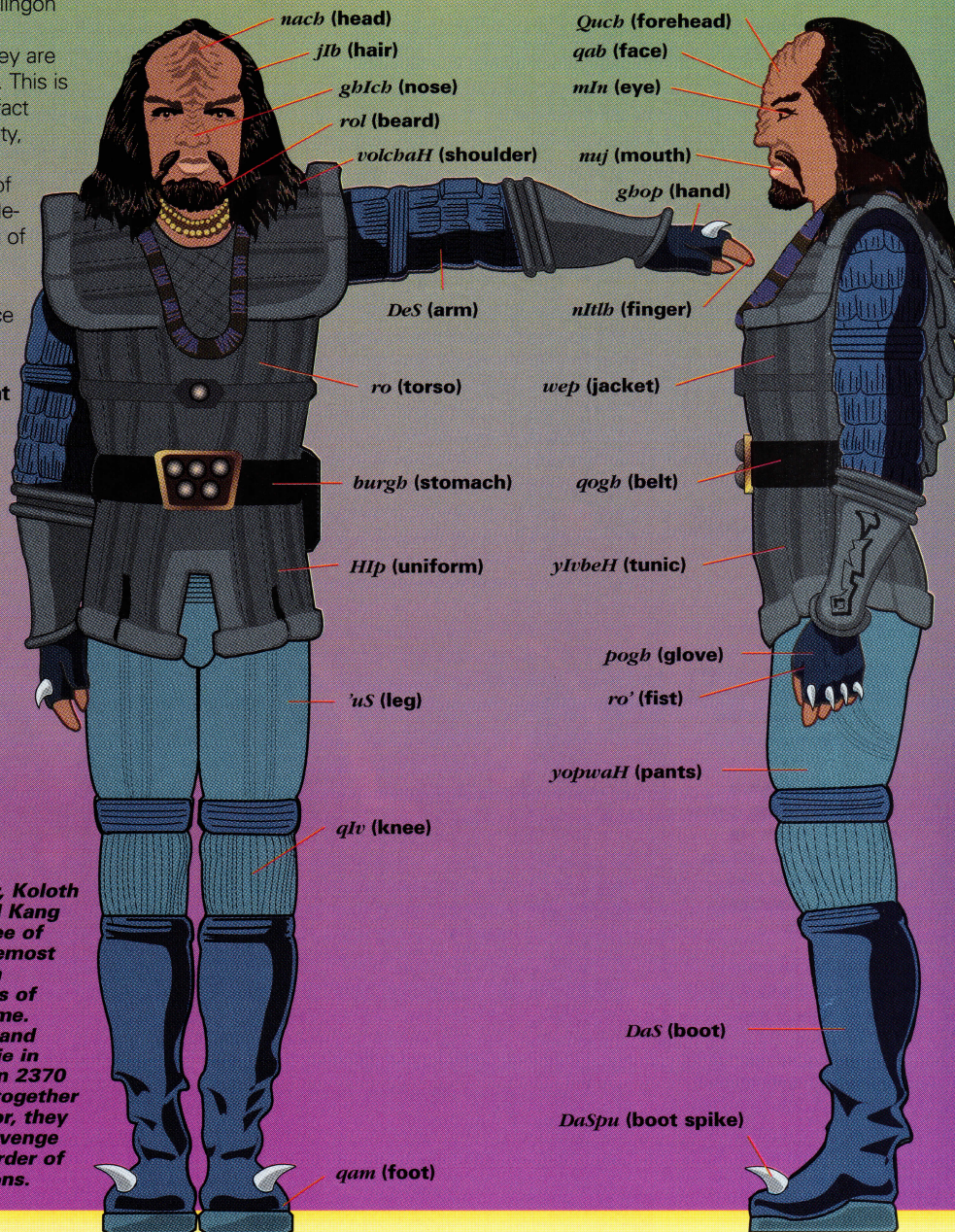
This is known as **brak'lul** in the Klingon language, and is what makes Klingons such superb warriors in close-quarters combat.

However, such hardiness is not matched by Klingon medical technology, advanced though they are in many other fields. This is primarily due to the fact that, in Klingon society, death in battle is the ultimate vindication of Klingon life, to be celebrated as the freeing of the warrior's spirit. Indeed, a wounded Klingon unable to face his enemies is expected to perform the ritual of **Hegh'bat** – literally, 'The Time to Die' – a ritualized suicide akin to the rite of Seppuku practiced in the Japanese islands of

K'mpec leads the High Council of the Klingon Empire for longer than any ruler in history until his murder by poisoning in 2367.



COMMON KLINGON TERMS



Kor, Koloth and Kang are three of the foremost Klingon warriors of their time. Koloth and Kang die in battle in 2370 when, together with Kor, they try to avenge the murder of their sons.



Earth until the 20th century.

In common with many of the races in this sector of the Galaxy, Klingon DNA is compatible with that of Earth humans, and crossbreeds, although rare, are not unknown. This is due to their common origin four billion years ago when a humanoid progenitor race seeded Class-M planets with their own DNA.

The Old Quarter

A typical example of Klingon culture can be found in the **Old Quarter of First City**. One form of popular entertainment for its inhabitants is to frequent local nightclubs which, to non-Klingon sensibilities, appear to be sophisticated country clubs run by gangs of criminal thugs.

Indeed, the level of recreational violence in First City nightclubs is so high that it is not unusual for criminal acts to occur in full view of the clientele, who are not in the least distracted or disturbed. But this side of the Klingon personality should not detract from the Klingon sense of honor – especially in battle.

A code of honor

Sacred to all Klingons is **Kahless the Unforgettable** – an inspiration to generations of Klingon



The Guide to the STAR TREK Galaxy

FILE 11

CARD 2

THE KLINGON RACE



warriors following his monumental fight against his own brother, **Morath**, with whom he battled for twelve days and twelve nights because Morath had dishonored their family by the telling of a lie.

The Klingon commander

Kang is one of the first Klingons to realize that victory can arise from peaceful cooperation with humans. He joins forces with **Captain James T. Kirk** in 2268, when the crews of the two commanders are held

captive by the **Beta XII-A entity**. By choosing a peaceful strategy, Kirk and Kang successfully defeat the entity.

Another advocate for the cause of peace with the

Federation is **Chancellor Gorkon**, leader of the High Council. But the hostile side of Klingon nature is revealed in 2293, when he is assassinated – though too late to destroy the peace process. Even so, it is characteristic of the Klingons that for every peacemaker there is a warmonger waiting in the wings.

NOTABLE KLINGONS



Worf
Worf, thanks to a holodeck recreation, is ritually charged by Klingon painstiks on the tenth anniversary of his Age of Ascension. The son of leading Klingon politician Mogh, Worf becomes the first Klingon warrior to serve in Federation Starfleet.



The Arbitration

Captain Jean-Luc Picard of the Federation arbitrates the succession in the Great Hall of the High Council on Qo'noS. Picard is chosen as a neutral party after the poisoning of K'mpec.



K'mpec

Shortly before his death by poisoning, High Council leader K'mpec makes Captain Picard his Arbiter of Succession. K'mpec's death is the first move in a vicious power struggle.



The Duras Sisters

Ambitious for a position normally beyond Klingon women, the Duras sisters make a play for power – but lose out to the guns of the U.S.S. ENTERPRISE NCC-1701-D.



Duras

A member of the High Council, Duras tries to cover up his father's treason during the Khitomer massacre by putting the blame on Worf's father, Mogh. This is typical of Duras's scheming, and after killing Worf's mate, K'Ehleyr, he himself is killed by Worf, who does so under the Klingon right of vengeance.

GALAXY FACTS



Klingons cannot cry even if they wanted to – they have no tear ducts.



Klingons have a ritual bonding ceremony known as 'R'uustai' in which participants can become brothers and sisters.



Klingons have a duty to try to kill their superiors.



Klingons value their male offspring; the son of a Klingon is a warrior the day he is able to hold a blade.

See KLINGON PERSONNEL FILE 48

DURAS
THE DURAS SISTERS
GOWRON
KAHLESS
K'MPEC
KOR, KOLOTH and KANG
KORRIS
COMMANDER KRUGE
WORF



FILE 55 ANDROIDS

Data: Creation & Discovery

One of the *U.S.S. Enterprise NCC-1701-D*'s most popular crew members, the android **Data** was originally discovered in a dormant state on the devastated planet of **Omicron Theta** by the crew of the *U.S.S. Tripoli NCC-19386*. He has since become a valued and trusted officer of Starfleet.

Data is an android, defined by Webster's *Twenty-third Century Dictionary, Fifth Edition*, as an automaton made to resemble a human being. However, the sophistication of his neural net has elevated him beyond the status of mere machine. Indeed, nobody at **Starfleet** fully understands the nature of his construction.

Origins

Data was designed and built by **Dr. Noonien Soong**, Earth's foremost robotics scientist and cyberneticist. Dr. Soong's

initial attempts to realize Isaac Asimov's dream of a positronic brain resulted in complete failure, prompting Soong to leave Earth in order to continue his work in seclusion and secrecy.

Dr. Soong's self-imposed exile brought him to the scientific colony at the remote **Omicron Theta** star system. There he succeeded in his quest, building **Lore**, an advanced android which closely resembled its creator and which was capable of feeling emotions.

However, because of his erratic behavior, Lore was perceived as a threat by the colonists, and Soong dismantled his creation. But

DATA'S CONSTRUCTION

★ Machine and man

Data is made of approximately 24.6 kg of tripolymer composites and 11.8 kg of molybdenum-cobalt alloys, with a polyalloy upper-spine support and a skull of cortenide and duranium, all covered by 1.3 kg of skin-like bioplast sheeting. Initially constructed as a machine without emotion, Data nevertheless manages to enjoy the company of Spot the cat.

★ Not quite a perfect match

Data so resembles his 'brother', Lore, that Lore is able to impersonate the Starfleet officer in order to lead the *ENTERPRISE* to the Crystalline Entity. Lore swaps clothes and leaves Data incapacitated (below), telling the crew that 'Lore' attacked him. However, Wesley Crusher is not fooled, and is able to stop his friend's evil twin.



PROFILE ON DATA

NAME: Data

LIFE FORM: Humanoid-android

STATUS: Sentient being

CREATOR: Dr. Noonien Soong

BECAME OPERATIONAL: 2338

OCCUPATION: Commander aboard the *U.S.S. Enterprise NCC-1701-D*

CHILDREN: One daughter, Lal (created by positronic matrix transfer) who died after just two weeks

SIBLINGS: One, Lore (deactivated by Data)

BEST FRIENDS: Geordi La Forge (human), Worf (Klingon), Spot (cat), Guinan (El-Aurian)

HONORS: Medal of Honor, with clusters; Legion of Honor; Star Cross

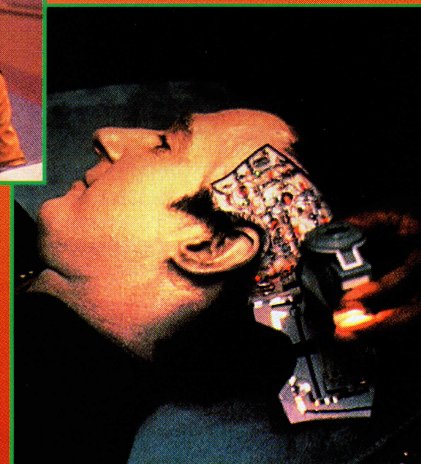
FIRST SEEN: 'Encounter at Farpoint'



▲ **Commander Data of the U.S.S. ENTERPRISE NCC-1701-D** is a highly advanced android. His many varied functions and abilities have proved invaluable during the ship's journeys of exploration.

★ Secret switch

Data prefers to keep one feature of his design as confidential as possible - his 'off' switch. This hidden control does, however, have a timer which permits Data to be automatically reactivated.



★ High flier

Data's highly-sophisticated neural net has enabled him to rise through the ranks of Starfleet and become a Commander on the *ENTERPRISE*, responsible for coordinating all the ship's departments.



Data: Creation & Discovery

with the knowledge he had gained, Soong went on to construct Data. Externally identical to Lore, Data lacked the capacity to feel emotions, at least initially.

Fully operational

Data became operational in 2338. His earliest recollections are vague impressions of some of his functions being tested in Dr. Soong's work area. Data also possesses the combined knowledge of 411 colonists, though not their complete memories.

He is not certain why this knowledge was given to him, though he recalls it was done hurriedly. It is likely to have been connected with an attempt to have something survive the onset of the **Crystalline Entity**, which was responsible for the deaths of the Omicron Theta colonists about the time of Data's construction.

As Data explains it, his final remembrance of the colony "is of great danger. Something sudden and not understood ... then a blank, as if the colonists were gone."

Discovery by Starfleet

Data's history really begins with his discovery by a landing party from the cruiser, **U.S.S. Tripoli** – a vessel sent to investigate the apparent disappearance of the colony. The signal device which led the landing party to the colony was

found beside Data's body, and it is believed the same device activated him when they approached.

His first clear memory is of opening his eyes and looking into the eyes of the *Tripoli* landing party. In human terms, Data had been born and had become fully knowledgeable at the same instant, though at the time, he had no idea that this was unusual.

DEALING WITH EMOTION

★ Slice of life

An infestation of interphasic leechlike creatures causes Data to start suffering nightmares – one of which involves him slicing up Deanna Troi in the form of a cellular peptide cake.



★ Joy or sorrow

With his emotion chip installed, Data starts to experience a whole host of new and differing emotions. Following the crash-landing of the ENTERPRISE's saucer section on Veridian III, Data discovers his pet cat, Spot, unhurt amidst the wreckage. He reacts with tears of joy, and this response falsely leads him to think that the emotion chip is starting to malfunction.



★ Upgrade

Data's desire to experience emotion finally becomes a reality in 2371 with the installation of a Dr. Soong-designed emotion chip that elevates him to a new level of growth as an artificial life form.



THE MIND AT WORK



"And though you are not sentient, Spot, and do not comprehend, I nonetheless consider you a true and valued friend."

— Data's 'Ode to Spot'

★ Emotions

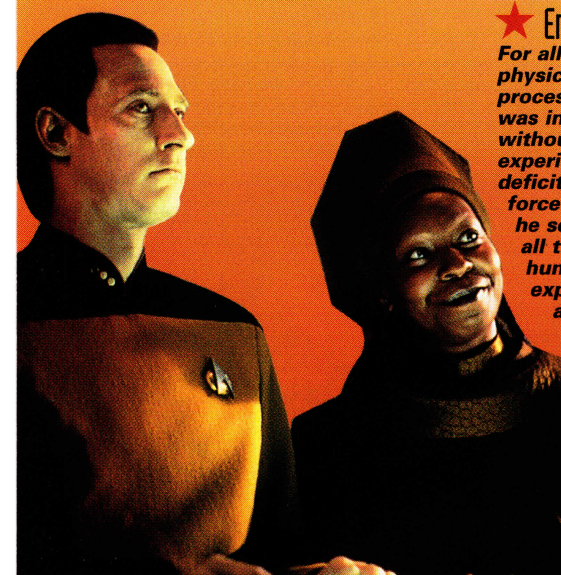
For all his advanced physical and data-processing abilities, Data was initially constructed without the ability to experience emotions. This deficit becomes a driving force in his existence, as he seeks to understand all those facets of being human which he cannot experience first-hand – among them love and a sense of humor. His long quest toward humanity is a favorite subject of Ten-Forward hostess Guinan – who is always willing to give Data advice on love and relationships.

★ Dickey situation

Data's extraordinary mental abilities have often helped the ENTERPRISE and her crew get out of some tricky situations (above). Here, thanks to his brain's math functions and some simple dice-fixing, Data helps Worf and an away team escape by 'fixing' the outcome of a bizarre alien casino simulation.

★ Brain power

After the ENTERPRISE becomes infected with an ancient and potentially lethal Iconian computer virus, Data's own diagnostics (left) provide the clue for eliminating the dysfunction from the ship.





STARFLEET ACADEMY

COMBAT TACTICS

THE PICARD MANEUVER

Situation:

You are in command of a vessel under attack from an unidentified starship.

Factors:

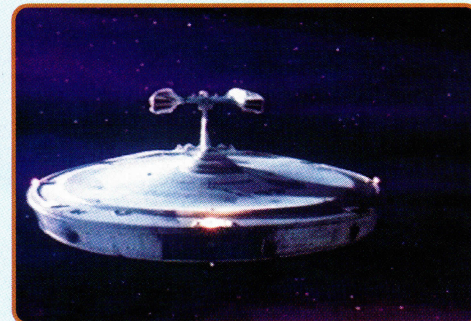
- The enemy appears to be technologically sophisticated and may have some translight capability, although less than the **Federation** norm.
- His plasma burst armament is exceptionally powerful.
- Your ship's sensors show no evidence that the hostile vessel possesses faster-than-light sensors.

Courses open:

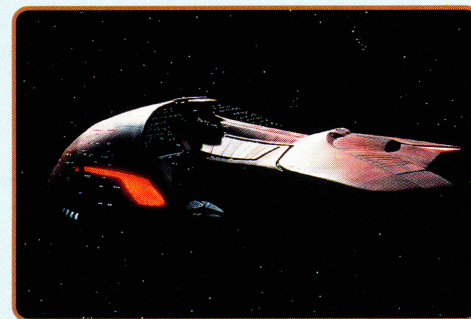
1. Make a frontal attack
2. Outmaneuver the hostile craft
3. Retreat

Plan:

- The hostile vessel's powerful armament makes going 'head-to-head' an extremely risky proposition which could lead to the loss of your vessel
- Retreat is an option, but superior **Federation** drive technology means that you should be able to maneuver your vessel to give you the tactical advantage.
- Your prime asset is the enemy's reliance on light-speed sensors, which enables you to apply the Picard Maneuver.



▲ **U.S.S. STARGAZER NCC-2893** was a **CONSTELLATION-CLASS** starship. The **CONSTELLATION-CLASS** vessels were similar in size to the original **U.S.S. ENTERPRISE**, but had four warp nacelles. This gave excellent performance, which was used primarily for deep-space exploration and patrol duties.



▲ The enemy craft: after first contact with the Ferengi in 2364, the craft which made the unprovoked attack on the **STARGAZER** was identified as a **FERENGI MARAUDER**.

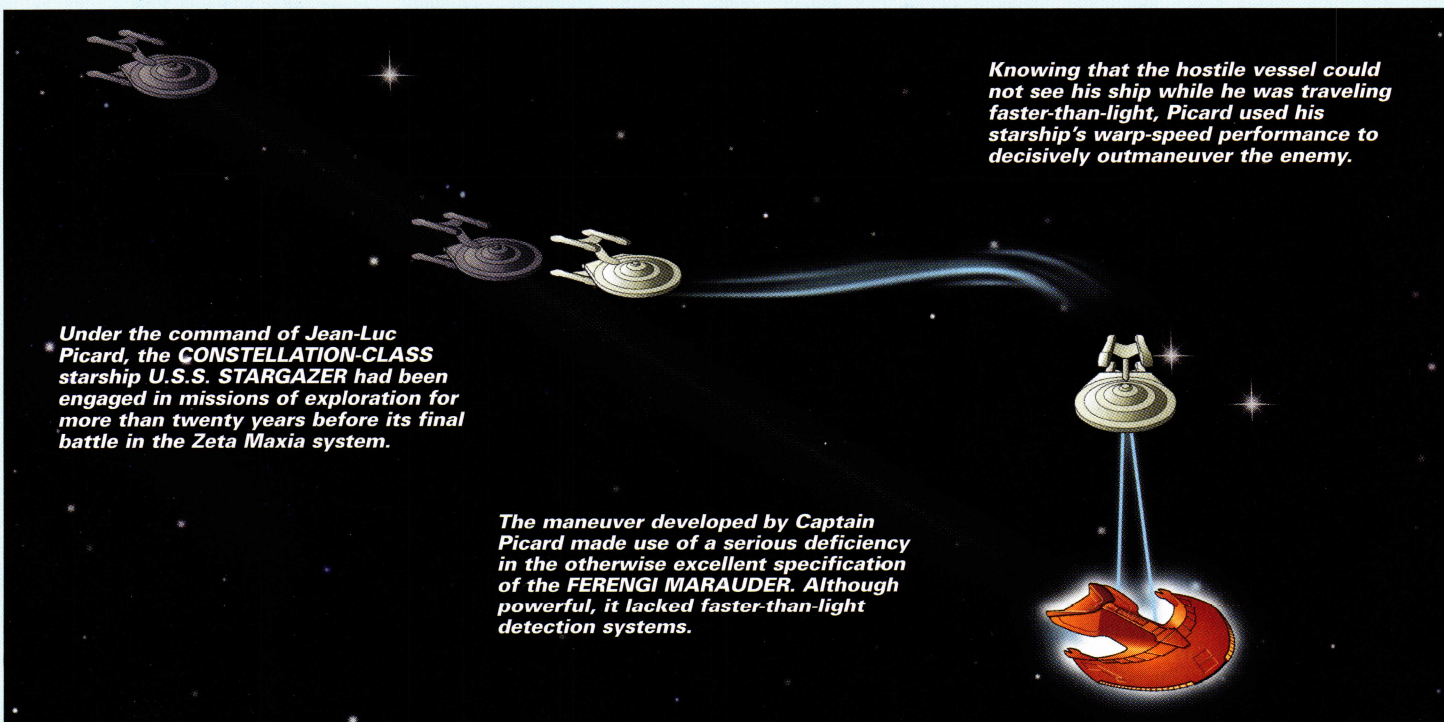
The **Picard Maneuver** takes its name from **Captain Jean-Luc Picard**, who devised the tactic while in command of the **Constellation-class** starship **U.S.S. Stargazer NCC-2893**.

Crossing the **Zeta Maxia** star system in 2355, the *Stargazer* was attacked without warning by an unidentified starship.

Thanks to the brilliant maneuver devised by Captain Picard, the outgunned *Stargazer* managed to destroy the hostile vessel, though the badly damaged **Federation** starship also had to be abandoned.

STARSHIP FACTS

- **Jean-Luc Picard** took command of the **U.S.S. Stargazer NCC-2893** in 2333, after the death its original captain.
- Just before the **Battle of Zeta Maxia**, the *Stargazer* was involved in an early confrontation with the **Cardassians**.
- Captain Picard was exonerated of all blame when court-martialed after the loss of the *Stargazer*.



Under the command of **Jean-Luc Picard**, the **CONSTELLATION-CLASS** starship **U.S.S. STARGAZER** had been engaged in missions of exploration for more than twenty years before its final battle in the **Zeta Maxia** system.

The maneuver developed by **Captain Picard** made use of a serious deficiency in the otherwise excellent specification of the **FERENGI MARAUDER**. Although powerful, it lacked faster-than-light detection systems.

Knowing that the hostile vessel could not see his ship while he was traveling faster-than-light, **Picard** used his starship's warp-speed performance to decisively outmaneuver the enemy.

▲ The **Picard Maneuver** is used in short-range engagements. It involves accelerating a starship to warp speed, outrunning light, so that it can maneuver into a firing position without being observed by an enemy's sublight detection systems.



THE PICCARD MANEUVER: STEP BY STEP

As the basis of the maneuver is dependent upon the speed of light, the tactic is only effective against opponents who rely solely on light-speed sensors, and offers no advantage against opponents with faster-than-light detection technology.

1: IN CONTACT T-30 SECS

The **FERengi MARAUDER** is approximately 9 million kilometers from the **U.S.S. STARGAZER**.

Light travelling at around 300,000 km/sec takes some 30 seconds to traverse the distance between the two starships.

Since the two vessels have roughly the same velocity vectors, they have little apparent motion in respect to each other.

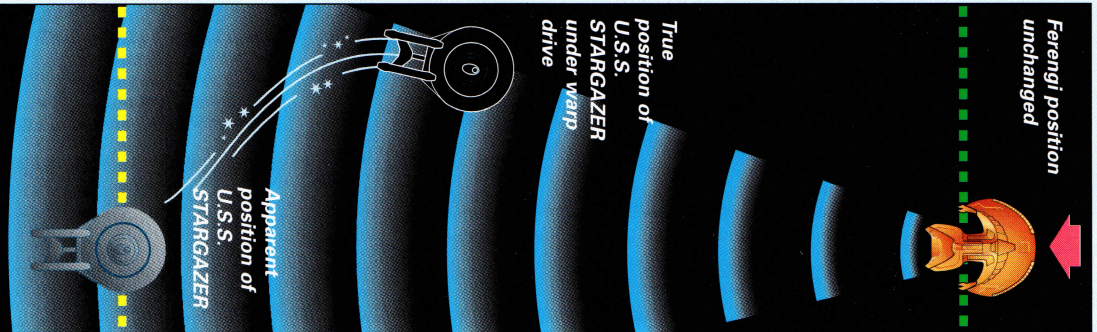


2: ENGAGE WARP T-15 SECS

The **Ferengi** light-speed sensors are unable to detect any movements faster than light.

Once the **U.S.S. STARGAZER** accelerates to warp speeds, its true position cannot be detected by the opposing starship.

To the crew of the **MARAUDER**, the **Federation** starship seems to remain in the same place, and will do so for another 30 seconds.

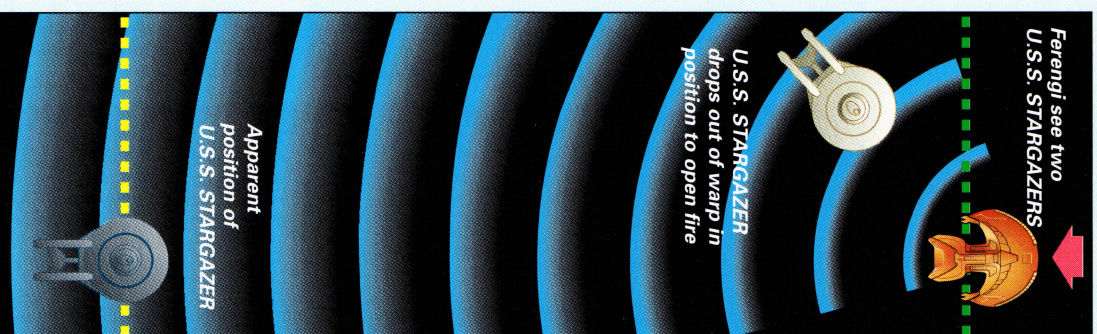


3: FIRING POSITION T-10 SECS

After 15 seconds, the **U.S.S. STARGAZER** has moved into a firing position on the **MARAUDER's** right flank.

Once it drops out of warp to fire, it will be detected by the **Ferengi** sensors - which will still show the original image of the **Federation** vessel in its starting position.

To the **Ferengi** crew, the **U.S.S. STARGAZER** will appear to be in two places at once. This creates fatal confusion on the command deck of the **MARAUDER**, which is resolved only when the real **STARGAZER** opens fire.

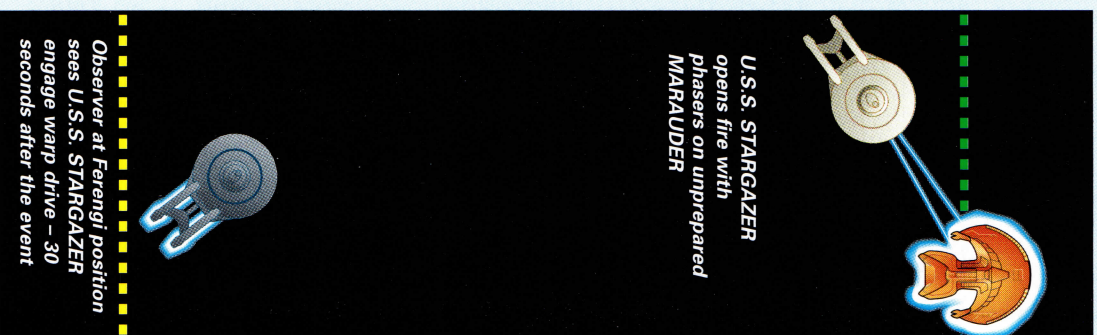


4: TARGET DESTROYED 0 SECS

Caught completely by surprise, the **Ferengi** vessel has no chance to use its powerful plasma energy armament and has no answer to the phaser bursts fired at point-blank range from the **Federation** vessel.

Within seconds, it is fatally damaged.

Had the **FERengi MARAUDER** survived a little longer, it would have seen the **U.S.S. STARGAZER** begin its transition to warp drive, as the light from that event completed its 30-second journey across nine million kilometres of space.



The **U.S.S. Stargazer** is about 9 million kilometers from the **Ferengi Marauder**. Since light travels at roughly 300,000 kilometers per second, it takes about 30 seconds for light from the **Stargazer** to reach the **Marauder**. To the crew of the **Marauder**, the **Stargazer** can be seen - but because it is 30 light-seconds away, the actual image is 30 seconds old.

The **U.S.S. Stargazer** engages warp drive and accelerates faster than light - but because of the light-speed lag, the **Marauder** will not see this move for 30 seconds. Even at the lowest warp speeds the **Federation** starship can cover the distance between the two vessels in less than 30 seconds, and it has that time in which to make its attack.

After 15 seconds, the **U.S.S. Stargazer** has moved to within firing range on the flank of the **Marauder**. Since it is much closer to the enemy, light from its current position reaches the **Marauder** as well as from its starting position. In effect, the **Marauder** will see a 'second' **Stargazer** suddenly appear, while the 'first' remains in its observed position.

Twenty seconds into the maneuver, the **U.S.S. Stargazer** opens fire. The light from the **Stargazer's** original move finally reaches the **Ferengi** ship location after 31 seconds, showing the **Federation** starship accelerating to warp speed. Sadly for the **Marauder**, it is too late, since it has already been destroyed by the critically-damaged **Stargazer**.

Transporters: How they work

Almost every known major spacefaring culture — including the Federation, Klingon, Romulan, Cardassian, Ferengi, Dominion and Borg — has developed a transporter system. Each system has its own particular traits, but the transporter principle remains much the same throughout the Galaxy.

Developed in the early 23rd century, the general look and layout of the **transporter system** has been an integral part of **Federation starships** for over 150 years.

Always a sophisticated technical system, transportation has become far more reliable in modern times, with malfunctions far less common than in the pioneering days of the original *U.S.S. Enterprise NCC-1701*.

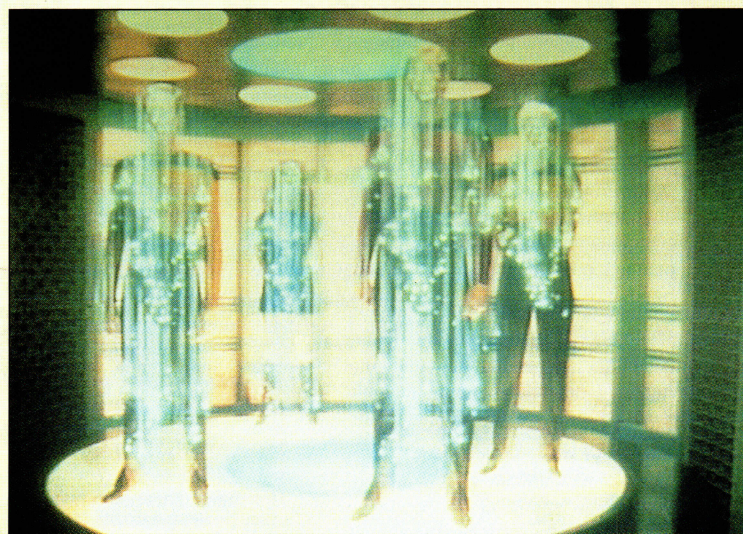
Many uses

The transporter provides not only a faster and less time-consuming mode of travel than vessel landings but also a means of carrying out rescue, repair and covert assignments into

otherwise-inaccessible locations.

The normal operating range can be up to 40,000 km, though this is affected by the payload and the relative velocity of the materials being transported (a standard transporter can handle six people). Most starships also carry emergency transporters to be used for evacuations; these tend to have a more restricted range of around 15,000 km, depending on the available power.

However, any form of transportation is impossible when the deflector shields are raised, or while the ship is traveling at warp speed — unless the landing location is traveling at exactly the same integral velocity.



Although it has varied slightly over the years, the dematerializing shimmer and whine of the transporter beam remains unmistakably unique.

1 Transporter operation sequence All those preparing to be transported enter the standard six-person chamber and take up their position on each **transporter pad** of the platform, which is elevated to prevent the chance of occasional static discharge. At this time, the transport operator uses the system's automated controller — a dedicated subprocessor located in consoles off to one side — to run a self-diagnostic check in order to verify that all of the various system components are in full working order.

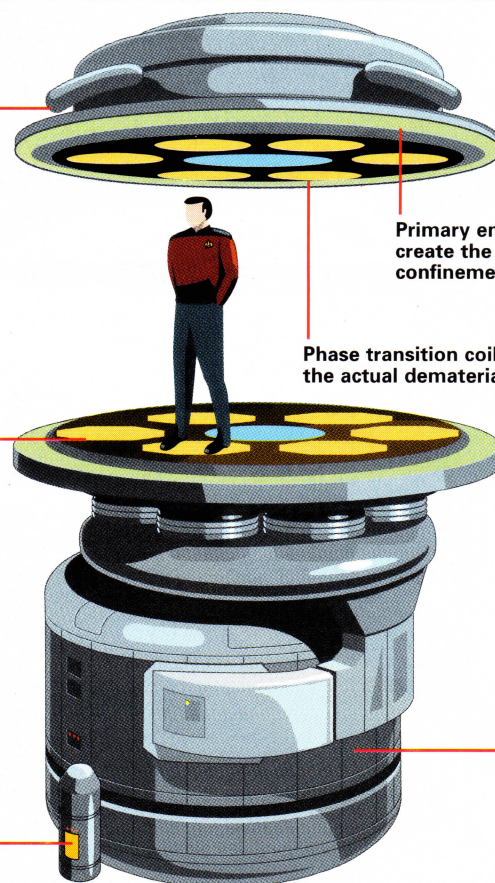
2 Transporter check All the main components of the transporter system are checked automatically each time it is used in order to eliminate any potential malfunctions. These components include the **primary energizing coils**, the **phase transition coils**, the **molecular imaging scanners**, the **pattern buffer**, the **biofilter** and, on the ship's exterior, the **emitter pad arrays** and the **targeting scanners**.

3 Destination coordinates The destination coordinates are relayed via computer from another ship's station or input directly by the operator, and once the system and travelers both signal 'ready' the operator 'sweeps' the three red touch-sensor controls upward. This is usually performed upon the traditional command to 'energize'.

Molecular imaging scanners record each subject's pattern on the quantum level.

Transporter pads are slightly elevated to counteract any static discharge.

A biofilter screens out harmful microbes from incoming subjects.



Primary energizing coils create the annular confinement beam (ACB).

Phase transition coils perform the actual dematerialization.

The pattern buffer is a 'tank' where each pattern is held briefly in mid-transport.

- 2 HOLODECKS
- 3 REPLICATORS
- 4 DEFLECTOR SHIELDS
- 5 SENSORS
- 6 TRACTOR BEAMS
- 7 BUSSARD RAMSCOOP
- 8 TURBOLIFTS
- 9 LIFE SUPPORT SYSTEMS
- 10 DISPLAY SCREENS
- 11 COMPUTER SYSTEMS
- 12 CLOAKING SYSTEMS

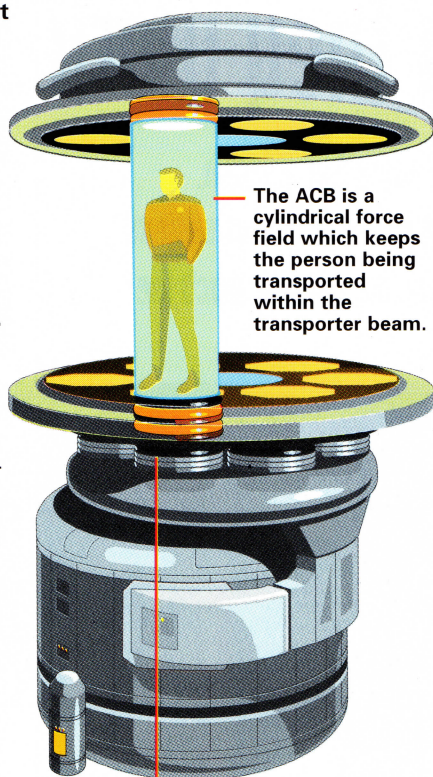
Transporters: How they work

4 Confinement The **annular confinement beam** (ACB) creates a spatial matrix from the **primary energizing coils** overhead. A secondary inner field is a back-up safety feature, to prevent an energy discharge if the ACB is disrupted.

5 Scanning Four redundant **molecular imaging scanners** in the overhead pads make the 'memory file' of each transporting subject's quantum state.

6 Records The pattern is stored in the ship's computer as a retrievable **transporter trace**, and an entry in a transporter log records the beam-out itself.

7 Disassembly Using a wideband quark manipulation field, the **phase transition coils** in the lower pads begin the actual disassembly of each body by partially unbinding their energy on the subatomic level.



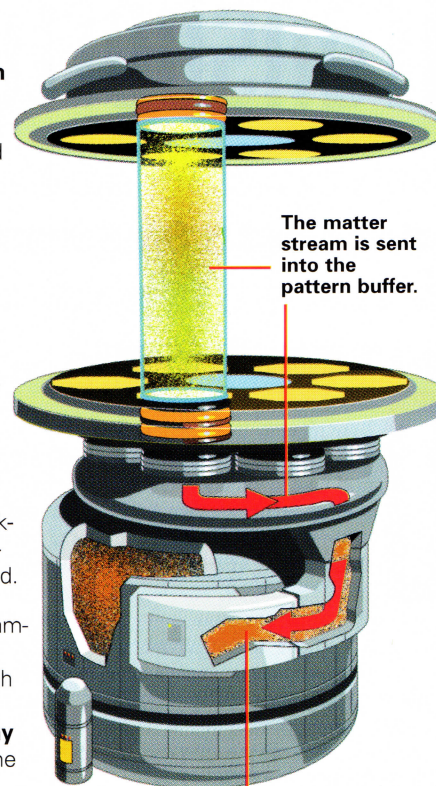
The ACB is a cylindrical force field which keeps the person being transported within the transporter beam.

The phase transition coils start to disassemble the body of each person being transported.

8 Matter stream Once recorded and deconverted, each pattern's **matter stream** is held in the pattern buffer until the **Doppler shifts** between ship and destination can be determined.

9 Pattern buffer The **pattern buffer** is a superconducting tokamak device holding the pattern in suspension. One pattern buffer is shared by each twinned set of transporter chambers but, as with every stage of the beaming process, a back-up is assigned for emergency shunting if needed.

10 Beam out Once beam-out is secured, an ACB 'carrier' directs each pattern's matter stream through an **emitter array** on the external hull of the ship toward the target coordinates. A booster set of the coils and scanners then work in reverse within the ACB to reassemble each pattern into its original form.



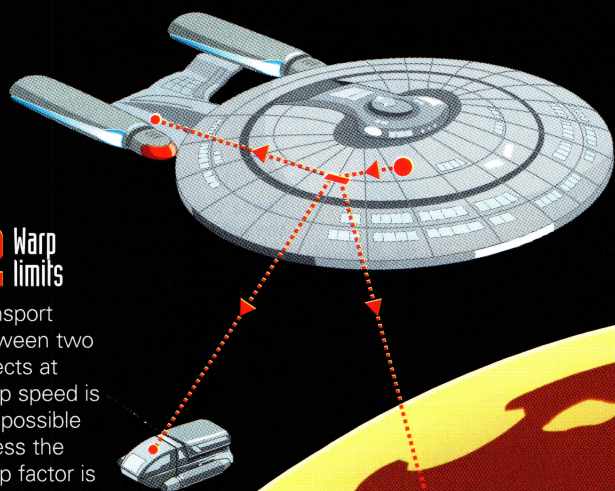
The matter stream is sent into the pattern buffer.

In an emergency the pattern can be held in the buffer for up to 420 seconds before irreversible degradation occurs.

11 No receiver required Because no special arrival apparatus is required, a transporter destination may be another point within the same ship, another vessel, or a planet surface. In adverse cases, a destination site's transporter system may be used to aid reception, if so equipped.

12 Warp limits

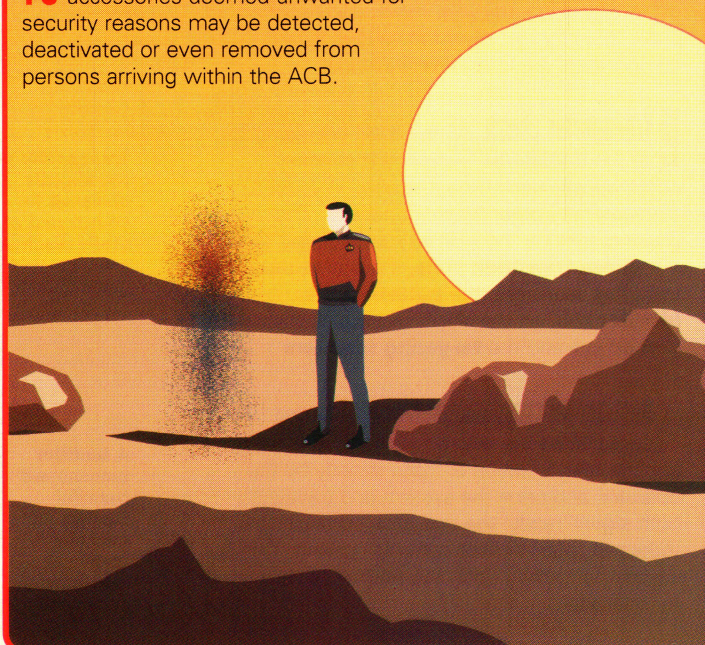
Transport between two objects at warp speed is not possible unless the warp factor is matched precisely, and the procedure requires an experienced operator.



13 Arrival Within five seconds of the initial energizing signal, the transported body has fully reformed at the target destination.

14 Return The repeat process from a destination without its own transporter system is accomplished in much the same way, using a crew member's personal communicator, or ship's sensors in other cases, to provide a lock-on signal.

15 Security Weapons or other accessories deemed unwanted for security reasons may be detected, deactivated or even removed from persons arriving within the ACB.





'The Cage'

One of the earliest missions of the *U.S.S. Enterprise* comes in the aftermath of its visit to the planet Rigel VII. Under the command of James T. Kirk's predecessor, Captain Christopher Pike, the *Enterprise* sets course for a starbase to undergo repairs, but is contacted by a mysterious distress signal.

'THE CAGE'

'The Cage' was the original pilot episode of STAR TREK which was rejected by NBC television as being 'too cerebral'. Made in 1964, it was never actually televised, though much of its footage was later incorporated into STAR TREK as part of 'The Menagerie', Parts 1 and 2.

A primitive radio wave distress signal emanating from what appears to be a survey ship lost some 18 years ago would, under normal circumstances, have persuaded **Captain Christopher Pike** to change course and investigate. But Pike is a troubled man. He can't forgive himself for the loss of three crew members at **Rigel VII** and confides to **Dr. Boyce**, the ship's physician, that he is contemplating resigning his **Starfleet** commission. He longs for the green meadows of his home town, **Mojave**, on Earth. And he even speculates about settling on another planet and becoming a trader.

In command of a damaged and undermanned ship, Pike's only concern is to get the *U.S.S. Enterprise* to the starbase on **Vega** colony. However, the **Vulcan Science Officer, Spock**, indicates that there could be survivors from the *S.S. Columbia* survey ship on the planet **Talos IV**. Putting his own priorities to one side, Pike decides to change course, and heads for the as-yet uncharted Talos star system.

Leading a landing team to Talos IV, Pike discovers a group of old men on the desolate planet. Their leader, **Dr. Theodore Hask**, confirms that they are from the crashed *S.S. Columbia* and introduces Pike to a young and beautiful survivor, **Vina**. She offers to reveal their 'secret' and leads Pike away from the group. However, all of this is being observed on a screen below the planet's surface by a group of **Talosians**, who seem particularly interested in the captain of the *Enterprise*.

Into the cage

Suddenly Vina disappears, together with the other 'survivors', and Pike is overcome by a knock-out gas. He is taken underground and wakes up to be met by the Talosians, led by **The Keeper**. Slowly, imprisoned in a transparent underground cage, he begins to understand these strange events.

Pike realises that the Talosians are telepathic and that they are reading his

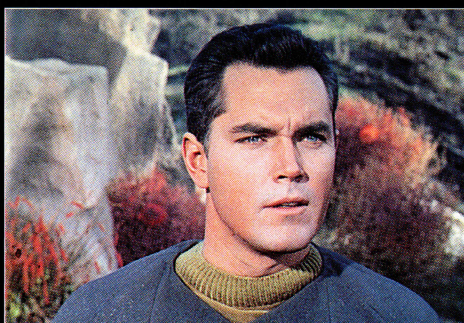
ON SCREEN...



1 As Science Officer, Spock reports his investigations into the planet Talos IV to Captain Pike of the *U.S.S. ENTERPRISE*.



2 Captain Pike admits to Dr. Boyce that he's becoming tired of the responsibilities of commanding the *ENTERPRISE*.



3 Captain Pike finds himself lured into the secret underground world of the mind-reading Talosians.



4 Captain Pike struggles with an illusory monster to help save his fellow prisoner, the beautiful Vina.

STARSHIP FACTS

A Captain Pike was the *Enterprise*'s second commander, having succeeded **CAPTAIN ROBERT APRIL** at the helm of the legendary starship.

A Mr. Spock is the only officer to have served on the *Enterprise* under Captains Pike and Kirk.





'The Cage'

thoughts. It also dawns on him that much of what he has encountered is no more than an elaborate illusion, created to lure him into mating with Vina, which in turn will help create a new race of humanoid servants.

Pike's memories are used to transport him into a number of scenarios which are intended to draw him closer to Vina. He does his best to resist, and attempts to get as much information as possible out of Vina in the hope that he might escape.

Primitive behavior

Eventually Pike deduces that the Talosians cannot 'read' primitive emotions such as hatred, and he tries to make himself angry in order to block out their intrusions into his mind as well as Vina's attempts to seduce him. In response, the Talosians rationalize that Pike is not attracted to Vina and they intercept an *Enterprise* landing party, transporting the two female members, **Number One** and **Yeoman Colt**, into the cage – hoping that Pike will choose one of them as an 'Eve' to his 'Adam'.

Just an illusion

Pike's determination is finally rewarded when he jumps The Keeper, who has entered the cage to steal the new arrivals' phasers. Pike and his two crew members force The Keeper to return them to the surface, but the Talosian still holds the upper hand. Vina explains that the Talosians can use their telepathic powers to create illusions aboard the *Enterprise*, which would lead to its eventual destruction.

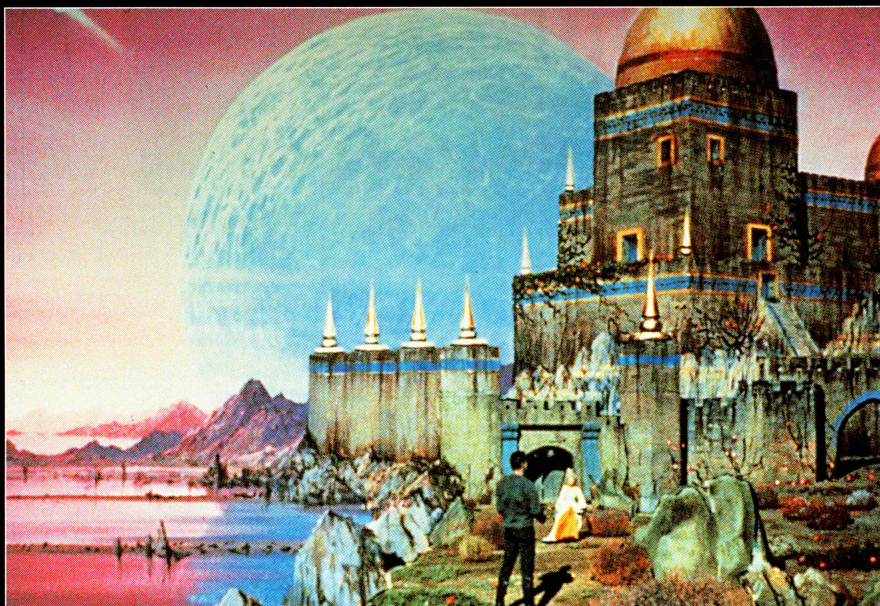
Spock, now in temporary command of the *Enterprise*, realises the danger and tries to move out of range, but the *Enterprise* loses all power – another Talosian illusion. Back on the planet, threat and counter-threat follow, although the most disturbing moment is when Vina is revealed to be a disfigured old woman. Her beauty is yet another illusion.

Resolution

The stand-off is finally resolved when two other Talosians reveal, after studying the *Enterprise*'s computer banks, that the human race is unsuitable for their purposes. They had not realized just how fervently humans would resist captivity – even under threat of death. Pike is somewhat reluctant to desert Vina, but is satisfied when he sees that her beauty has been returned, together with an illusory 'companion' – Captain Christopher Pike.

The captain returns to the *Enterprise* having learned much from his experience. It's all very well having dreams and fantasies, but ultimately the reality of commanding the *Enterprise* is where he truly belongs.

ON SCREEN...



5 With Pike's mind on the events on Rigel VII, he finds himself returned to an illusory version of the planet. But this time Vina has joined him as a maiden in distress.



6 Pike, incarcerated in his cage, plays the Talosians at their own game by summoning up primitive emotions.



7 Number One and the crew of the *ENTERPRISE* analyze Talos IV as they try to find a way to rescue their captain.



8 As Pike overpowers The Keeper, the Talosian morphs into a monster in an attempt to free himself.



9 The mysterious Keeper watches over his prisoner as the Talosians try to tempt Pike with their amazing powers.



10 Pike, restored to the Captain's chair aboard the *ENTERPRISE*, gives the order to "engage".

STARSHIP FACTS



The large heads of the Talosians house enormous brains – three times the size of human brains.



After this initial contact with Talos IV, the planet is regarded as being off limits under General Order 7.



'The Best of Both Worlds'

Part I Executive Officer William Riker, with his captain kidnapped — perhaps facing death — and another brilliant young officer covering his job, is facing the biggest crisis of his Starfleet career. With the future of the Federation at stake, how will 'Number One' react?

CAPTAIN'S LOG
STARDATE: 43989.1

"Admiral Hanson and Lt. Commander Shelby of Starfleet Tactical have arrived to review the disappearance of New Providence colony. No sign remains of the 900 inhabitants."

Suspecting that the powerful **Borg** are responsible for the disappearance of an entire **Federation** colony, **Starfleet** sends **Lt. Commander Shelby**, an ambitious young specialist in Borg matters, to assist the **U.S.S. Enterprise NCC-1701-D** crew in their investigation. It is soon apparent that she is interested in more than just the Borg; **Commander William Riker** has been offered command of his own starship, and Shelby would like to replace him — an idea endorsed by her mentor, **Admiral Hanson**.

Potential weakness

Meanwhile, the *Enterprise* is intercepted by the Borg, who demand that **Captain Picard** transports over to their ship. When Picard refuses, the *Enterprise* narrowly escapes the Borg and finds seclusion in a solar nebula to carry out vital repairs.

This encounter exposes a weakness, which Shelby believes will allow them to destroy the enemy. But the *Enterprise* is forced to leave the nebula before its retaliation system is prepared and is invaded by the Borg, who take Picard captive and head for Earth, with the *Enterprise* in pursuit.

The Borg tell Picard that they intend to add human biological and technical traits to their own as part of a plan to conquer the human race, and that he has been chosen to speak for them in all communications with Earth.

Back on board the *Enterprise*, **Geordi La Forge** tells Riker that the Borg ship must be slowed so that the *Enterprise* can divert its own power toward a shot at them.

Difficult decision

Shelby leads an away team to disable the Borg ship, where they discover that the Borg operate a form of Collective Consciousness. They find Picard's uniform, but no sign of the captain. They also find a way of slowing down the ship but, as the Borg start to respond, **Dr. Crusher** spots Picard — mutilated by his captors into a half-Borg, half-human.

They manage to escape back to the *Enterprise*, but without Picard. Shelby offers to return for the captain, but Geordi insists that they must take their shot immediately, and Riker reluctantly agrees.

They then receive a message from Picard, informing them that he is now a Borg named **Locutus** and that resistance is useless. Riker gives the order to fire.

ON SCREEN...



1 Riker leads an away team to Jouret IV to investigate a Federation colony that appears to have been 'wiped out' by a deadly race of powerful humanoid, the Borg.



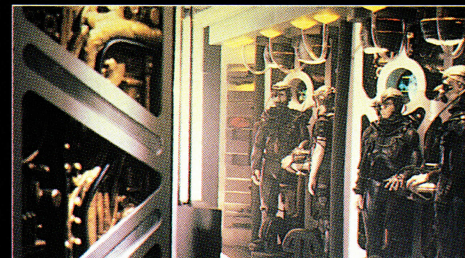
3 Data and Worf make their way through the mysterious maze of the Borg ship as they search for their missing captain.



5 Worf, Data and Dr. Crusher try to work out the best way of slowing down the Borg ship, and just where to find their missing captain.



2 Lt. Commander Shelby is an authority on Borg matters, but has her eyes on more than just this mission: she hopes to serve under Captain Picard aboard the U.S.S. ENTERPRISE.



4 An extraordinary sight greets the away team: the Borg crew performing their duties as a Collective Consciousness.



6 Lt. Commander Shelby, Dr. Crusher, Worf and Data discover their captain's uniform on the Borg vessel — but there is no sign of Picard himself.





'The Best of Both Worlds' Part II

With Captain Picard now transformed into a Borg and the enemy's ship seemingly indestructible, the *U.S.S. Enterprise NCC-1701-D* and Starfleet Command face a race against time as the Borg set a deadly course for Earth.

By assimilating Picard's knowledge, the Borg manage to anticipate and repel the *U.S.S. Enterprise NCC-1701-D*'s attack and set course for Earth on their mission to enslave the planet. The damaged *Enterprise* – with Riker in command and Shelby installed as First Officer – eventually takes up the chase after a 12-hour delay for repairs.

The pursuit is painful for Riker, first as he tries to come to terms with his 'replacement' of Picard and then when he encounters a literal graveyard of Starfleet ships, left behind as a grim sign of the Borg path of destruction toward Earth.

Leadership

But Riker realizes that his crew, and perhaps his entire civilization, are relying on his leadership and his ability to halt the Borg. The *Enterprise*'s weapons are no match for the Borg, and Riker reasons that the only way to stop them is by accessing their consciousness. He hatches a dangerous but ingenious plan, the first part of which involves creating a diversion so that Data and Worf can sneak onto the Borg ship and rescue Picard/Locutus.

Back on the *Enterprise*, Data links up neurologically with Picard/Locutus in the hope that he might be able to plant a command in the Borg consciousness via their captain. However, the Borg are bombarding the *Enterprise*, and Riker must make an agonizing choice between Data's desperate task and sending his ship on a collision course with the enemy to stop them from reaching Earth.

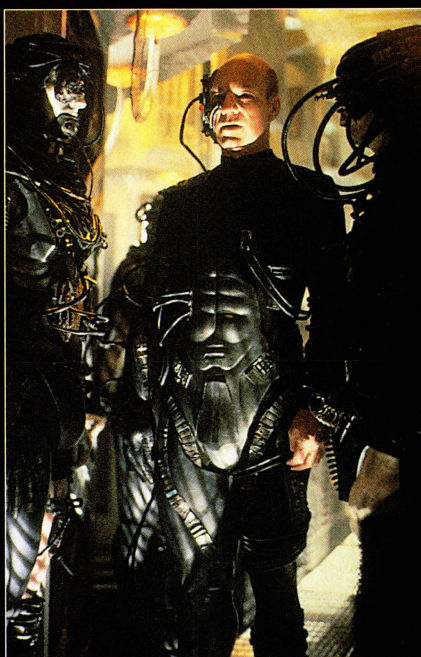
Back in sickbay, Picard gives Data a clue

when he whispers, "Sleep ... sleep, Data." Data realizes that Picard is telling him that he can access the Borg regenerative process and persuade them all to go to sleep. With the *Enterprise* seconds from destruction, Data manages to give the order to the Borg. The enemy are all sent into regenerative mode and, because of the

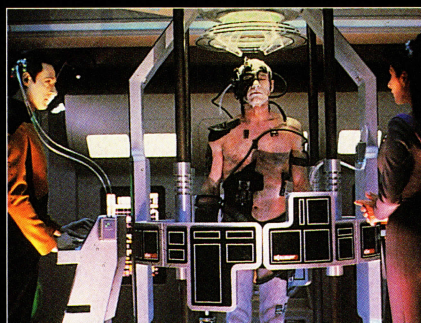
malfunction caused by Data's command, the ship self-destructs.

With the Borg consciousness now destroyed, Dr. Crusher is able to remove their implants from Picard and restore him to full physical health. But the mental scars will continue to haunt the captain for many months to come.

ON SCREEN...



7 Captain Picard has been transformed into a Borg, called Locutus, and is now a potentially dangerous enemy of his former colleagues. He sends a message to the crew of the *ENTERPRISE* informing them that the Borg plan to attack the planet Earth.



9 Picard/Locutus is restrained aboard the *ENTERPRISE*, where Data and Counselor Deanna Troi try to communicate with him.



8 Worf and Data beam back aboard the *ENTERPRISE* with a drugged Picard/Locutus in the hope that they can use him to tap into the Borg Collective Consciousness.



10 Another Shelby-led away team returns to the Borg ship. They find the Borg in regenerative mode, but Shelby soon realizes that the ship is heading for self-destruction and that they had better get away fast.

STARSHIP FACTS

A total of 39 Federation ships are lost in the battle with the Borg at Wolf 359 – the highest toll in Starfleet history.

A The *U.S.S. MELBOURNE* – the starship that Riker was offered command of – is amongst those lost in the confrontation.

A The Borg are capable of scooping whole civilizations from a planet in order to assimilate their information.